

Development of Quizizz Multimedia as an Interactive Media to Improve Reading Comprehension Skills of Indonesian Short Story Texts in Fourth Grade Elementary Students

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Abstract

This study aims to develop an interactive learning media based on the Quizizz application to improve reading comprehension skills of short story texts among fourth-grade elementary school students. The research employed a research and development (R\&D) method using the Hannafin and Peck model, which includes the stages of needs analysis, design, and development and implementation. The developed Quizizz media was validated by a language expert and deemed appropriate with minor improvements in linguistic aspects. The implementation results showed a significant improvement in students' learning outcomes. The average posttest score increased from 58.2 to 80.6 with an N-Gain score of 0.61 (moderate-high category). The paired t-test revealed a statistically significant difference ($p < 0.05$), and Cohen's d value of 1.89 indicated a large effect. Students responded very positively to the use of the media, feeling more motivated, engaged, and enthusiastic during the learning process. Therefore, Quizizz is effective as an interactive media to enhance elementary students' reading comprehension skills.

Keywords: Quizizz, interactive media, reading comprehension, short story, elementary school.